ONO VALLEY - all players

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DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	NALS	W B F SYSTEM CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE	ADS STYLE		
General Style: Sound		Lead	In Partner's Suit	CATEGORY: Green
Responses : cue-bid = Forcing raise; Jump Raises = PRE;	Suit	2nd/4th	$xx\underline{x}$ if not supported	NCBO: ISRAEL
111	NT	2nd/4th	same	PLAYERS: ALL PLAYERS (1) DOLO
New suit = Forcing	Subseq	M.U.D.	same	EVENT:
Reopening: same	Others:			Israel Standard System Card
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2 nd pos = 16-18 HCP; Responses: as over 1NT opening	Lead	Vs. Suit	Vs. NT	
4 rd pos = 10-14 HCP; Responses as over 1NT opening	Ace	AKx(+),Ax(+)	AK; AKx(+)	GENERAL APPROACH AND STYLE
2NT reopen = 20-21 HCP, balanced	King	Kx,AK,KQ(+)	KQ(+); $AKJT(x)$; $KQT9(+)$	
	Queen	Qx,QJ(+)	QJT(+), QJ9(+)	Natural, 5 card Majors
	Jack	Jx, JT(+); KJT(+)	same, AJ10(+)	Longer Minor - 1 & if 3-3
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx, T9x; HT9(+);T9;	Same	Limit jump raise over majors
Weak one-suiter (6-card)	9	9x, 98(+)	same	1NT responses = non forcing
2NT = 2 lower suits (5+5)	Hi-X	Sx; xSx;	Sx; xSxx;	
Resp : $CUE = F$, $suit = NAT NF$;	Lo-X	HxS, $HxxS$ (+), $xSxx$		1NT opening: 15-17
	SIGNALS IN C	SIGNALS IN ORDER OF PRIORITY		2 over 1 response: promises rebid
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partne	Partner's Lead Declarer's Lo	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
DIRECT: Michael's CUE: ♥+♠ over minor, OM+m over M	1 High	age	same	2. Opening = strong, near FG - any suit(s) any shape
its are pre-emptive.	Suit 2 High = Even	= Even		2 • Opening =Weak • 6+ (6-10 HCP)
Reopen: any good two suits	3 S/P			2 ♥/2 ♠ Opening =Weak Major 6+ (6-10 HCP)
reopening same as direct.	1 High =	High = Encourage Same	Same	3NT opening = Gambling
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 High = Even			
Dbl-Penalty Oriented	3 S/P			2NT overcall = two lower unbid suits
2 = + = + ; then $2 = equal majors.$	Signals (including Trumps):	ng Trumps):		Michaels Cue-bids
Other: natural	Echo in trump	Echo in trump suit shows ability to ruff		Lebensohl after 2-level overcall of 1NT (direct denies stop)
				Negative Doubles to 3 ♠
		DOUBLES		
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	TAKEOUT DOUBLES (Style; Responses; Reopening)	Reopening)	
DBL = T/O thru 4♥	May be light 10-	May be light 10+ with classic shape, otherwise strong hand.	se strong hand.	
	Responses: NAT.	. CUE-BID= F until a suit is bid twice;	is bid twice;	
	new suit after CUE=F1	JE=F1		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24				SPECIAL FORCING PASS SEQUENCES
DBL = ♥+♠, NT=♣+♦	SPECIAL, ARTIFICIAL	FIFICIAL & COMPETITIVE DBLS	VE DBLS/RDLS	
	Responsive Db	Responsive Dbl:After T/O Dbl thru 4 v; after o/ca	after o/call thru 4 .	
	Negative Double	Negative Double suggest 40M. $1 - (1 -)$ -DBL = 4-4 N	L = 4.4 Maj's.	
NTS' T				IMPORTANT NOTES
2NT=FIT, limit+; RDBL = 9+ HCP, without good fit				Double Jump in new suit = splinter if minor over major
Jump Shift = NF				PSYCHICS: Rare

	4NT X	4.	4 🔻	4.	4%	3NT X	3.	3 💗	3 💠	3 🚓	2NT	2.	2 🔻	2 .		2. X		INT	1 🌲		1 🔻	1 💠] %	Pass	OPENING TICK I	ıF
		7	7	7	7	7	6	6	6	6		6	6	6					5		5	3			3		MIN. NO CARDS	7. 1
														3.		3 🌲			3 💗		3 🔈	3.			3		NEG.DBI THRU	L
	Blackwooed	Pre-emptive	Pre-emptive	Pre-emptive	Pre-emptive	Gambling	Pre-emptive	Pre-emptive	Pre-emptive	Pre-emptive	20-21 balanced	6-10 HCP	6-10 HCP	6-10 HCP	Any suit(s), any shape	Artificial, strong near FG,		15-17 HCP, balanced	11-21 HCP		11-21 HCP	11-21 HCP			11-21 HCP	Not an opening bid	DESCRIPTION	
							4 ♥ = natural.	New suit = forcing	New suit = forcing	New suit = forcing	Jacoby transfers, Puppet Stayman.	New suit forcing; 2NT ask for feature if maximum	New suit forcing; 2NT ask for feature if maximum	New suit forcing; 2NT ask for feature if maximum	9	Natural, $2 \Rightarrow$ = neutral, positive requires good suit	$3 \leftrightarrow /3 \checkmark /3 = \text{strong}, \text{natural}$	2. Stayman, 4-way transfers; 3. puppet	As for 1♥	2NT = FG with trump support	1NT: NF; 5+ point raise = limit.	Single raise weaker than double raise		Weak jump shift.	Single raise weaker than double raise		RESPONSES	Israel Standar
Splinters	Cue = usually 1 st round before 2 nd .	RKCB - 0314, 1st step ask for Q trumps; then 5NT ask for specific Kings	HIGH LEVEL BIDDING									3NT = AKQxxx	3NT = AKQxxx	3NT = AKQxxx		Cheaper minor = second negative thru 3 •	1NT-2 - 2 - 3M = 50M + 4M(xx)	After Stayman: major = inv, minor = F1	As for 1♥		Raises = limit. Re-raise = pre-emptive	As above	Reverse by responder: FG. 3^{rd} suit = F1	Reverse by opener: forcing	4th suit forcing: game forcing. 2 & check back		SUBSEQUENT ACTION	d System Card
		NT ask for specific Kings	DDING									natural	Natural	Natural	Natural	natural		DBL at 3-level shows values	As for 1♥	2 = Drury (2M = min)	Cue over comp = strong raise	As above	Preemptive jumps over overcalls	Cue bid for overcall=ask for stopper	Jump cue o/overcall=splinter		COMPETITIVE & PASSED HAND BIDDING	